

Soundtoys User's Guide

Version 5 : For Mac and Windows





We know there's a lot of plug-ins out there for you to choose from and we are truly grateful that you decided on Soundtoys. We take a lot of pride in our work and are confident that you will find our plug-ins inspirational and musically useful.

All Soundtoys effects are carefully handcrafted, based on decades of experience creating professional effect processing hardware/software, and inspired by our extensive collection of rare and classic studio gear. And now with the new Soundtoys Effect Rack this collection of powerful individual effects plug-ins can be integrated in a modular effects system that makes it easy for users to create, audition, save, and recall combinations of Soundtoys effects.

Our approach in developing software is to create dedicated processors that provide the absolute best possible sound quality, flexibility, and creative sound manipulation coupled with true analog character and vibe.

This User's Manual is a great place to get started if you are new to the Soundtoys effects line-up. Even if you have used one or more of our products previously you will probably find something new within these pages.

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BASIC REQUIREMENTS

If you're just getting started with Soundtoys, this is the part of the manual for you! We'll run through getting you up and running with our software in no time. First off, let's know that there are 4 things you will need to get started with Soundtoys:

1. A reasonably fast computer capable of multitrack audio processing, Mac or PC.
2. A supported host application (next section).
3. An iLok User ID.
4. A Soundtoys User Account

SUPPORTED HOSTS

In order to use Soundtoys software you must have an audio application that supports the loading of "plug-ins". Our software is not designed to work as standalone software. We officially support the following software for use with our plug-ins:

Pro Tools 10 - 12: Mac & PC: AAX Native and AudioSuite

Logic Pro 9 and X: Mac: AudioUnits

Digital Performer 8-9: Mac: AudioUnits & VST; Windows: VST

Cubase 7 - 8: Mac & PC: VST

Nuendo 6 - 7: Mac & PC: VST

Sonar X3 & Platinum: PC: VST

Ableton Live 9: Mac: AudioUnits & VST; Windows: VST

We cannot guarantee support if you are using a supported host platform listed above on an operating system or computer that is not supported by the host platform itself. For example, if you are running Pro Tools 9 on OSX Yosemite, there might be issues out of our control.

ILOK USER ID

You will need to register for an iLok User ID (if you don't already have one) in order to use our software. Why is this, you may ask? Well, we use the iLok system to handle licenses and authorization for our products, which can be associated with your computer or a physical iLok USB key.

A new ID can be created at <http://www.ilok.com>.

Remember that the iLok User ID you create is the ID that will be associated with your account at soundtoys.com and is how our system ensures that your purchases and authorizations are sent to the right place for you to access them. Enter this User ID with any subsequent purchases you make.

After creating your account, you will need to download the iLok License Manager program. This piece of software allows you to access and manage the authorizations for your software. We'll take a look at how to use iLok License Manager on the next page, so leave an open browser window on ilok.com. But for right now, we have to get your Soundtoys User Account set up.

SOUNDTOYS USER ACCOUNT

Your Soundtoys User Account is where you will have access to your product installers (and where product updates will appear). Your iLok User ID is associated with this account.

If you don't already have a user account, head over to <http://www.soundtoys.com> and click on the "My Account" text in the upper right-hand corner. From there you can create a new account. Make sure to include the iLok User ID that you created earlier on the submission form.

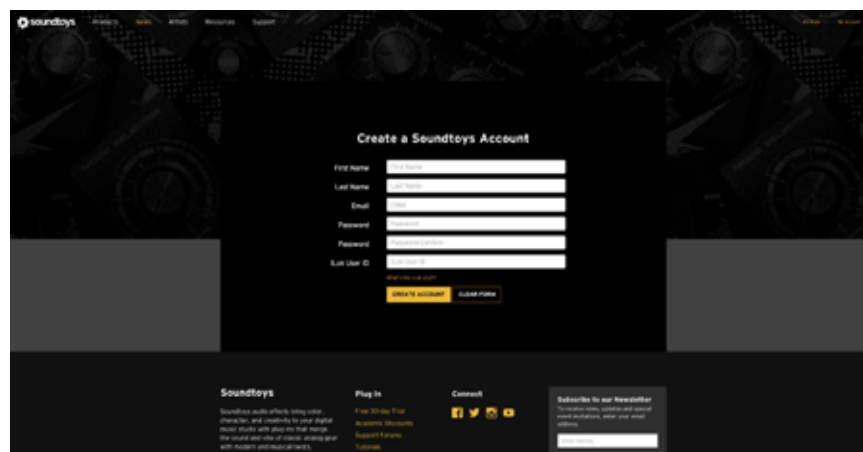
A screenshot of the Soundtoys website's account creation page. The page has a dark background with a subtle pattern of sound waves and audio equipment. The title 'Create a Soundtoys Account' is centered at the top. Below it, there are input fields for 'First Name', 'Last Name', 'Email', 'Password', 'Confirm Password', and 'iLok User ID'. At the bottom of the form are two buttons: 'CREATE ACCOUNT' and 'LOGIN PLEASE'. The footer of the page contains the Soundtoys logo, a 'Plug In' section with links to 'Free Studio Trial', 'Account Overview', and 'Support Pages', a 'Contact' section with social media icons, and a 'Subscribe to our Newsletter' section with an email input field and a 'SUBSCRIBE' button.

Figure 1: Create a new User Account at soundtoys.com

SOUNDTOYS USER ACCOUNT (continued)

Once you have a User Account set up you will see any purchases made appear in your User Area. Your User Area is always available at soundtoys.com and includes download links for your product installers. The User Area is also where you will find product updates (when applicable). All purchased products will be listed along with links to installer downloads as seen in Figure 2 below:

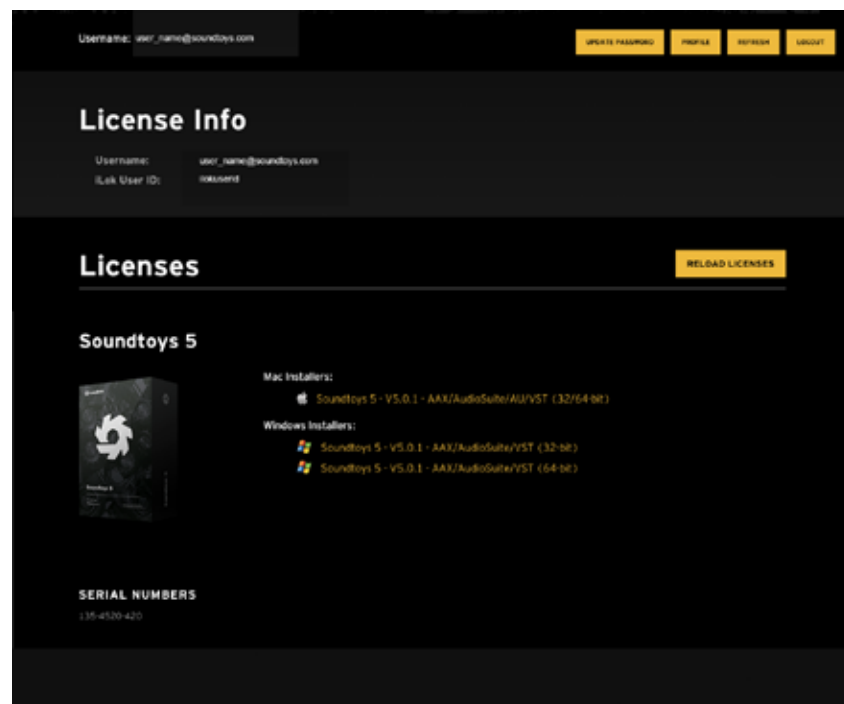


Figure 2: Soundtoys Account User Area

ILOK LICENSE MANAGER

iLok License Manager is the application used to manage your Soundtoys (as well as other developers) licenses, and you will need this software to authorize any Soundtoys plug-ins on your system.

iLok License Manager can be downloaded from <http://www.ilok.com>.

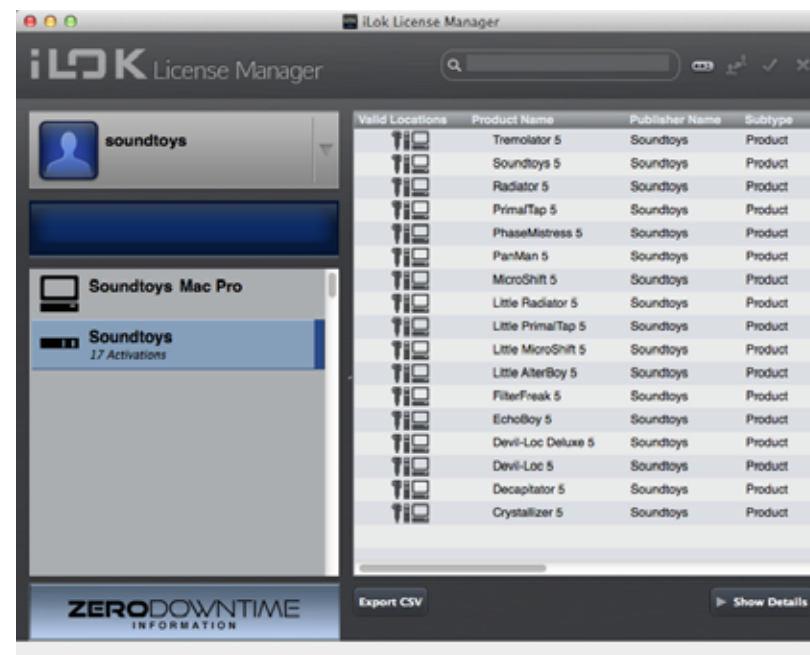
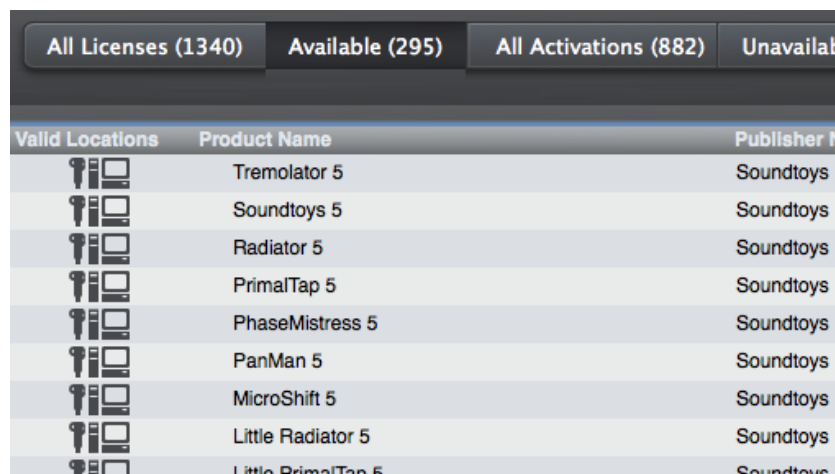


Figure 3: iLok License Manager

ILOK LICENSE MANAGER (continued)

After installing iLok License Manager, open up the program and enter in the iLok User ID information you created earlier. Once logged in, you will see a list of locations below your User ID where licenses can be placed. This list will include your computer as well as any currently connected hardware iLok USB keys. To the right in the larger window, will be a list of all currently activated products. Any new purchases that have not been activated yet will be listed under the "Available" tab.

To authorize a new product, simply select that product as listed under the "Available" tab and drag-and-drop it to the location (computer or iLok) where you wish your license to reside.



All Licenses (1340) Available (295) All Activations (882) Unavailable			
Valid Locations	Product Name	Publisher	
	Tremolator 5	Soundtoys	
	Soundtoys 5	Soundtoys	
	Radiator 5	Soundtoys	
	PrimalTap 5	Soundtoys	
	PhaseMistress 5	Soundtoys	
	PanMan 5	Soundtoys	
	MicroShift 5	Soundtoys	
	Little Radiator 5	Soundtoys	
	Little PrimalTap 5	Soundtoys	

Figure 4: The "Available" tab where new 'assets' will appear

INSTALLING SOUNDTOYS SOFTWARE

When you make a purchase either at soundtoys.com or any licensed vendor, you will receive instructions on how to download your software installer from our web site (these are the installers that will appear in the User Area we discussed back on page 4).

You will have also received an iLok 'asset' from us, deposited to your iLok.com account and found under the "Available" tab in iLok License Manager. You can drag-and-drop that asset to either your computer or iLok key to authorize your software. If you skip this step, not a problem, a pop-up window will remind you to authorize the first time you load up your host application after installing.

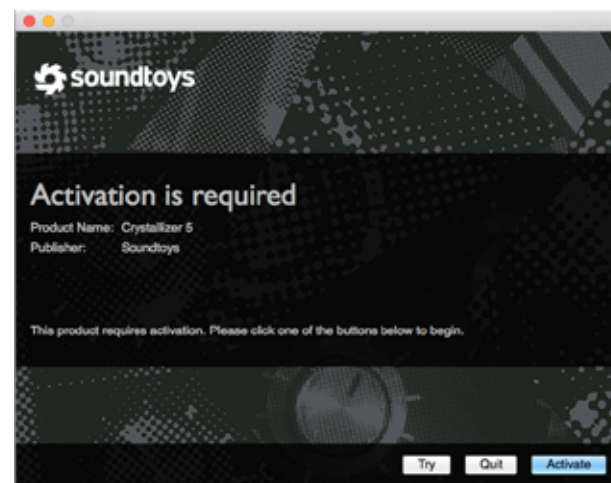


Figure 5: Authorization prompt

INSTALLING SOUNDTOYS SOFTWARE (continued)

Clicking on the “Authorize” button will guide you through the process to authorize your software. After logging in to your iLok Account at the prompt, you will be presented with all available locations to place your license. Select either your computer or iLok (whichever solution works best for your workflow) and you are good to go!

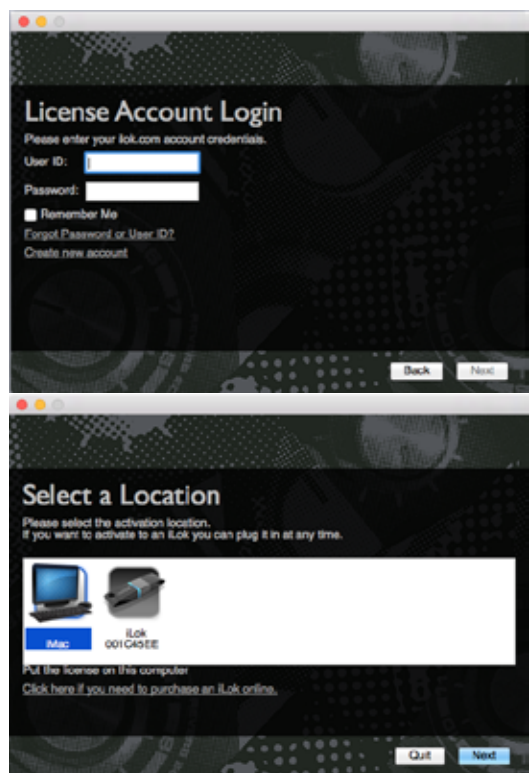


Figure 6: Selecting a location for your authorizations

FILE LOCATIONS

Once installed, the Soundtoys plug-ins will be installed in the appropriate location for each plug-in format (VST, RTAS, AU). Factory presets are also installed along with the software and can be accessed via the plug-in's internal preset browser or if you prefer, in your host application of choice.

Manuals for each of your products are installed by default to Applications:Soundtoys (Mac) or Program Files/Soundtoys (PC, user selectable). Complete file location information can be found on pages 17 and 18 of this manual.

UNINSTALLING SOUNDTOYS SOFTWARE

If, for whatever reason, you need to uninstall your Soundtoys software please note that the uninstall process does remove preset files. We highly recommend backing up your custom preset files before attempting any uninstall/reinstall process. The location of your preset files as well as uninstall instructions can be found towards the end of this manual on pages 17-18.

THE PLUG-INS

Crystallizer – H3000-esque pitch-based granular effects and reverse delays

Decapitator – Analog saturation modeling

Devil-Loc – Vintage analog audio leveler/compressor

EchoBoy – Echo and delay with tape, vintage, modern styles

FilterFreak 1&2 – Single/Dual band resonant modulated filter with rhythm options

MicroShift – Micro-pitch shifting

PanMan – Rhythmic automatic panning

NEW: PrimalTap – Retro Delay with Freeze

Radiator – Analog tube mix channel

PhaseMistress – Rich analog-sounding phaser with programmable modulation

Tremolator – Tremolo effects generator

NEW: Little AlterBoy – Voice Manipulation

COMMON EFFECTS

Auto-Gate – Tremolator

Wah-Wah – FilterFreak1, FilterFreak2

Envelope Filter – FilterFreak2, FilterFreak2

Echo – EchoBoy, Crystallizer, PrimalTap

Chorus – EchoBoy, Crystallizer, PrimalTap

Phasing – PhaseMistress

Flanging – EchoBoy

Tremolo – Tremolator

Vibrato – EchoBoy, Crystallizer

Pitch Transposition – Crystallizer, Speed (rhythm, guitar, mix), Little AlterBoy (vocals)

Harmonizing – Crystallizer

Compression/Leveling – Devil-Loc, Decapitator

Warming/Fattening – FilterFreak1, Radiator, Decapitator

Doubling – Crystallizer, EchoBoy, PrimalTap

Saturation/Distortion – Decapitator, Radiator, Devil-Loc

Auto panning – PanMan, Tremolator

All Soundtoys plug-ins feature a variety of rotary knobs, switches, tap controls, sliders, and LCD/LED style displays in the graphical user interface (also known as GUI - pronounce however you like). These controls are very reminiscent of those found on physical analog hardware but with added enhancements. The following sections discuss each type of control you will find in our plug-ins along with enhanced features that may not be apparent from just looking at the control.

KNOBS



Figure 7: Some of the knob types you will see

You can use a mouse to control all of the knobs in the Soundtoys plug-ins, and they will all work in the same way: To turn a knob up (to the right, clockwise etc), click on the control with your mouse and drag the cursor to the right or slide the cursor up. To turn a knob down (to the left, counter-clockwise), click on the knob with the mouse and drag the cursor to the left or down (towards the floor).

Jumping to a Value using Text Markings:

Some knobs have text markings showing minimum, maximum, or other values. Clicking on one of these markings will automatically move the knob directly to that value.

Returning a Knob to its Default Value:

To return to the knobs "default value", simply hold down the Option key on Mac or the Alt key on PC and click on the control.

This will automatically move the knob back to its default value.

Viewing a Knob's Exact Value:

To view the exact numerical value of a control simply hold down the control key and click on the knob. To see the knob's title, hold down control and click on the knob a second time.

Adjusting a Knob with Fine Control:

To get finer control over knob values, hold down the Command key (Mac) or the Shift key (Windows) while dragging the mouse.

Disabling Preset Changes on a Knob (Parameter Lock):

When auditioning presets, it can be useful to keep a parameter control knob's value from responding to preset values, especially for things like the wet/dry mix value. To do this, click on a knob while pressing the control and option or alt keys. The title of the knob will turn red to indicate that it won't change its value when loading presets. You can still tweak the knob with the mouse when it is 'locked'. This state is not saved with the session so next time you can decide if you want it back on or not.

SWITCHES



Figure 8: Various Toggle Switches you will find

Switches of various types (as shown above) are used in many Soundtoys plug-ins and are employed to handle on/off or similar duties. To change the value of a switch, simply click on the control and it will switch to whatever the “other” option is (say, On versus Off). For many switches an LED type indicator will illuminate to let you know a parameter is engaged or what mode a parameter is in.

Some switches are selection style buttons as opposed to simple toggle switches. Simply click on the option you wish to select and that action will deselect any other options.

LCD DISPLAYS



Figure 9: LCD Displays - all shapes and sizes!

The LCD displays found in Soundtoys plug-ins work in a couple of ways:

Nudge Buttons:

Displays featuring a set of up/down arrows work as nudge buttons, allowing you to incrementally nudge up and down a list of parameters or presets. What is shown in the display is the value selected.

Numerical Readouts & Entering Values from the Keyboard:

For numerical readouts (like BPM) you can enter exact values right from your computer keyboard. Clicking on the LED display highlights the field and makes it “live”. Once highlighted, you can enter a new value via the computer keyboard. Press Return to submit the value and deselect the field. You can also click & drag the cursor to change the value. Simply click on the value and drag the cursor up to increase the value or down to decrease the value, similar to using a knob control.

LCD DISPLAYS (continued)

Pop-Up Menus & Changing Values:

For most text-based readouts (meaning things that aren't a number), clicking on the display with the mouse will open a slide-out selection menu. To change a value in the selection menu, hold down the mouse button and drag to select the desired value and let go. The selected entry will show up in the field, or a new pop-up window may appear depending on what you have selected.



Figure 10: Selection menu from LCD Display

LED INDICATORS

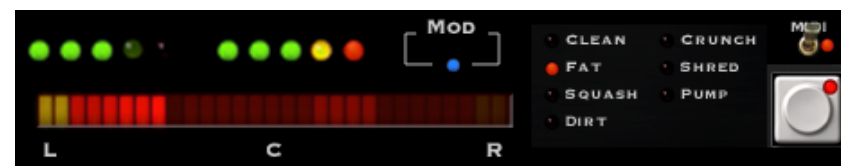


Figure 11: Various LED-style indicators

Many Soundtoys plug-ins utilize LED indicators to signify level, position, or to serve as a visual reference that a feature is engaged or selected.

SLIDERS

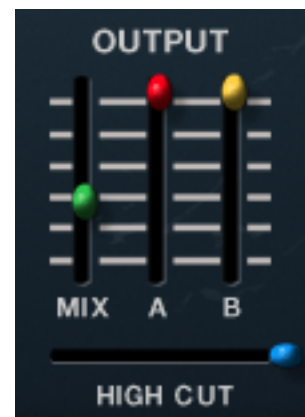


Figure 12: Sliders

You will also find slider controls in some plug-ins, such as this slider section from PrimalTap pictured to the left.

Slider controls are variable and you will find them used for adjustable levels, wet/dry mixes, and frequency selections (like the High Cut slider pictured in Figure 12).

TEMPO CONTROL



Figure 13: Tempo section from Soundtoys Effect Rack

Many Soundtoys plug-ins can set modulation or delay times in musical units. When using this feature, the plug-in needs to know what tempo your song is at so that it can adjust as needed to keep things all in sync. There are three ways to tell our plug-ins what tempo your song is playing at. “Tapping” it, entering the exact BPM value, or syncing to MIDI tempo.

Tapping the Tempo

Simply place the cursor over the Tempo button and click the mouse in time with the track. You will notice that the LED readout will change as you tap the button and display the tapped tempo in BPM. To change the tempo to a new value, simply tap the button a couple of times and a new value will appear. Tap tempo is extremely useful and allows you to adjust the delay time to be in concert with the tempo of a track. It will not be *exactly* in sync but will get you in the ballpark.

Entering a BPM Value

BPM stands for Beats Per Minute, and is the standard way of specifying the tempo of a piece of music. If you know the BPM of your track, you can enter it by clicking in the LED tempo display, typing a value between 30 and 240 and pressing the Return or Enter key. This will set the tempo to the new value and set the sync times accordingly.

Syncing to MIDI

The MIDI switch allows you to quickly lock to your host application's MIDI clock. If you have set the tempo in your session correctly, simply click on the MIDI option next to the display window. The LCD display will read out the tempo of the incoming MIDI clock and the Tap Tempo button will be disabled, as tempo is now locked to the incoming signal. If you flip the switch off the plug-in will no longer be synced to MIDI clock and the tap tempo will become active again.



Figure 14: Effects Preset Menu Header

THE PRESET MANAGER

All Soundtoys plug-ins feature an integrated Effects Preset Manager allowing you to load, save, and even share pattern presets between different Soundtoys plug-ins. The entire Soundtoys line-up comes packed full of inventive and highly useful presets developed not only by us but also by world renowned producers and engineers. We highly recommend browsing through them in the Preset Manager!

The Preset Manager is accessed simply by clicking on the Preset Manager Button displaying the currently selected preset: "Default" in Figure 14 above. This will open up the Preset Menu which can be navigated with your mouse. Arrows pointing Up, Down, and Right denote more information outside of the current scroll area. Placing your cursor over these areas will allow for access.

Presets can also be scrolled through one-at-a-time using the Left/Right Arrows immediately to the left of the Preset Manager Button.

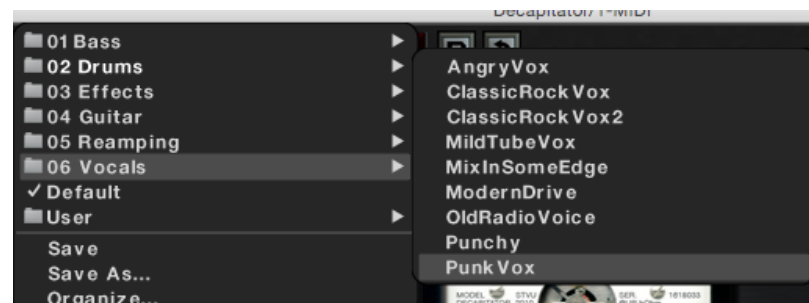


Figure 15: Expanded Preset Menu

COMPARE



The Compare Button is a great way to audition changes you've made while working within a preset. As soon as a change is made to a preset file, the Compare Button will change from grey to an illuminated red color. Clicking on the Compare Button allows you to toggle between the original preset and your current changes.

SAVING PRESETS



The retro floppy disk icon next to the Preset Manager Button allows for you to save changes to the existing preset. This functions as a "Save As" control, bringing up your filesystem menu. If you would like to overwrite a previously saved preset you can select the original preset name to save changes to that preset name. Additionally "Save" and "Save As" options are available within the Preset Menu (see Figure 16 below).

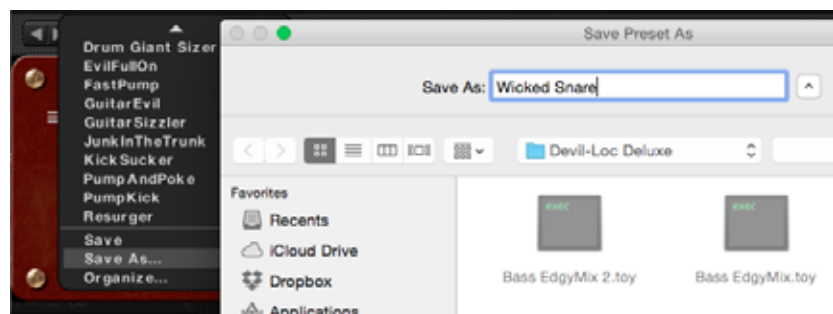
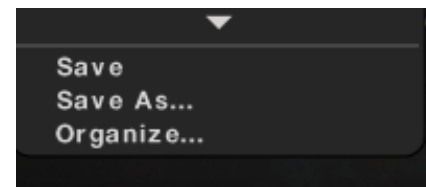


Figure 16: Saving a New Preset

ORGANIZING PRESETS

We know how it goes; after a lot of tweaking and back and forth your "Rockin' Drums" preset becomes "Rockin' Drums 2" and then "Rockin' Drums-ALT" and many revisions later "Rockin' Drums-FINAL". And all 23 versions are clogging up your preset menu as a memorial to your indecisiveness.

Fortunately, the Soundtoys Effects Preset Menu offers the option for you to organize the folders your presets are stored in. You can create, delete, or rename folders and subfolders. You can also rename, delete, and move presets using this function as well. Simply click on the "Organize..." text found at the bottom of the expanded Preset Menu:



Please note: if you wish to use your host application's preset management system instead, please consult that application's documentation for instructions

SUPPORT.SOUNDTOYS.COM

If things aren't going how you would expect them to, your first stop should be to **<http://support.soundtoys.com>**.

You will find the most up-to-date FAQ (Frequently Asked Questions) information there as well as our Knowledge Base of troubleshooting info. Chances are your question has probably been asked before, but better yet has probably been *answered* before. Our FAQ is searchable, making finding a solution as simple as typing in a few keywords for the problem you may be experiencing.

Many of the troubleshooting questions we receive are related to installation and authorization of the software. If you are experiencing issues like this we urge you to go back to the Getting Started portion of this manual and follow the steps outlined.

SUPPORT INFORMATION

Now that you've taken the time to learn all about our software, have fun, experiment, and make greatness! If our plug-ins helped you take your production to the next level, let us know, we'd love to hear from you and what you were able to create with our software.

If along the way however you should run into any hiccups or anything unexpected, we offer free technical support for all registered users.

As mentioned previously, our FAQ contains many helpful answers. you can find it at:

<http://support.soundtoys.com>

If you need further support you can find our Customer Support contact form at:

<https://www.soundtoys.com/forms/support>

You can also reach our support staff by e-mail at:

support@soundtoys.com

If neither of those options work for you, our office can be reached via telephone at:

1-800-COOL-EFX

Please have the following information available to help assist our support team:

- The product version and serial number
- The version number of your audio system (e.g ProTools 11.2.1, Cubase 8.0.5, Logic 10.2.0, Cakewalk Sonar X3)
- Your interface/hardware (e.g. Mbox Pro, Apogee Quartet, RME Fireface, etc.)
- Your computer and operating system info (e.g. MacPro OS X 10.9.5, Windows 7 SP1, Windows 8.1, etc.)
- A detailed description of the problem

CORPORATE CONTACT

Soundtoys, Inc.
PO Box 528
Burlington, VT 05402

Phone: 802-951-9700
Fax: 802-951-9799

FILE LOCATIONS: MAC

AudioUnits: Macintosh HD / Library / Audio / Plug-ins / Components

VST: Macintosh HD / Library / Audio / Plug-ins / VST / Soundtoys

AAX: Macintosh HD / Library / Application Support / Avid / Audio / Plug-ins / Soundtoys

Note: The plug-in files are "Universal Binaries, which means that 32-bit and 64-bit plug-ins are included in the same file/location.

Presets: / Users / Shared / Soundtoys / Soundtoys 5

Additional Materials: Macintosh HD / Applications / Soundtoys

REMOVING PLUG-INS: MAC

Available at: <http://support.soundtoys.com/customer/en/portal/articles/1383736-how-do-i-uninstall-soundtoys-plug-ins->

FASTEST UNINSTALL

Navigate your Finder to Macintosh HD / Applications / Soundtoys / Utilities / RemoveSoundtoys.dmg. Double-click on that .dmg file, and then run the "Remove Soundtoys" file and follow the steps provided.

To remove the presets and other data, manually delete these folders:

Presets: Macintosh HD / Users / Shared / Soundtoys / Soundtoys 5

Additional Materials: Macintosh HD / Applications / Soundtoys

MANUAL UNINSTALL

Delete these folders:

AudioUnits: Macintosh HD / Library / Audio / Plug-ins / Components

VST: Macintosh HD / Library / Audio / Plug-ins / VST / Soundtoys

AAX: Macintosh HD / Library / Application Support / Avid / Audio / Plug-ins / Soundtoys

Presets: / Users / Shared / Soundtoys / Soundtoys 5

Additional Materials: Macintosh HD / Applications / Soundtoys

FILE LOCATIONS: WINDOWS

32-bit VST: C:\ Program Files (x86) \ Steinberg \ VSTPlugins \ Soundtoys

64-bit VST: C:\ Program Files \ VSTPlugins \ Soundtoys

32-bit AAX: C:\ Program Files(x86) \ Common Files \ Avid \ Audio \ Plug-Ins

64-bit AAX: C:\ Program Files \ Common Files \ Avid \ Audio \ Plug-Ins

Presets: C:\ Users \ Public \ Documents \ Soundtoys \ Soundtoys 5

Additional Materials (32-bit): C:\ Program Files (x86) \ Soundtoys

Additional Materials (64-bit): C:\ Program Files \ Soundtoys

REMOVING PLUG-INS: WINDOWS

Available at: <http://support.soundtoys.com/customer/en/portal/articles/1383736-how-do-i-uninstall-soundtoys-plug-ins->

FASTEST UNINSTALL

Use the Windows uninstall utility to remove any products you have installed. To remove presets and delete our other content, manually delete these folders:

Presets: C:\ Users \ Public \ Documents \ Soundtoys \ Soundtoys 5

Additional Materials (32-bit): C:\ Program Files (x86) \ Soundtoys

Additional Materials (64-bit): C:\ Program Files \ Soundtoys

MANUAL UNINSTALL

Delete these folders:

32-bit VST: C:\ Program Files (x86) \ Steinberg \ VSTPlugins \ Soundtoys

64-bit VST: C:\ Program Files \ VSTPlugins \ Soundtoys

32-bit AAX: C:\ Program Files(x86) \ Common Files \ Avid \ Audio \ Plug-Ins

64-bit AAX: C:\ Program Files \ Common Files \ Avid \ Audio \ Plug-Ins

Presets: C:\ Users \ Public \ Documents \ Soundtoys \ Soundtoys 5

Additional Materials (32-bit): C:\ Program Files (x86) \ Soundtoys

Additional Materials (64-bit): C:\ Program Files \ Soundtoys

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